utils.py

```python
from math import pi, sin, cos, radians
from random import randint, random, uniform
from time import sleep

import pygame
from pygame.locals import *
from OpenGL.GL import *
from OpenGL.GLU import *

from console import *

DEFAULT_RESOLUTION = (800, 800)
FPS_CAP = 30
FPS_COUNT = 0
CAM_POSITION = (0, 0, -14)
# LIGHT_POSITION = -CAM_POSITION[2]
LIGHT_CAP = 4.0
LIGHT_POSITION = (0, 0, LIGHT_CAP, 1)
LIGHT_DIFFUSION = (LIGHT_CAP, LIGHT_CAP, LIGHT_CAP, 1)

UNIFORM_DIRECTION_CAP = 0.1
UNIFORM_DIRECTION_AREA = (-UNIFORM_DIRECTION_CAP, UNIFORM_DIRECTION_CAP)
BORDER_COLLITION_CAP = 4.0

COLORS = {
    'white'     :   (1, 1, 1),
    'gray'      :   (.75, .75, .75),
    'dark_gray' :   (.5, .5, .5),
    'black'     :   (0, 0, 0),

    'red'       :   (1, 0, 0),
    'green'     :   (0, 1, 0),
    'g_cage'    :   (0, 1, 0),
    'blue'      :   (0, 0, 1),

    'magenta'   :   (1, 0, 1),
    'yellow'    :   (1, 1, 0),
    'yellow_c'  :   (1, 0.75, 0),
    'cyan'      :   (0, 1, 1),
}
```